

# EXTREME SPORTS

## Lesson Plan

### Aerial, Barrel, Carve!

Lesson Plan for *Surfing*

Grade 2

#### Objective

To help students understand the meanings of surfing terms and use them in a game.

#### Things Needed

- *Surfing* book
- A large, open space to play an active game
- Tape

#### Before the Activity

Read *Surfing* out loud as a class, calling on a different student to read each sentence. Make a line of tape down the center of the open area.

#### Activity

Start by reviewing the following terms from the book:

- What is an aerial in surfing? (Answer: a trick where a surfer flies off the top of a wave and into the air)
- What does the word *barrel* mean to surfers? (Answer: the hollow, tube-shaped tunnel of water created when a wave breaks)
- What does the word *carve* mean to surfers? (Answer: to turn sharply by leaning back so only the edge of the surfboard touches the water)

Explain to the class that you will be playing a game called “Aerial, Barrel, Carve.” This game is version of Rock, Paper, Scissors. But instead of the usual hand motions, students will do moves based on surfing. To perform an aerial move, students are to jump and spin around. To perform a barrel move, students are to crouch down low and hold their right arm out like it would be gliding along the wave. To perform a carve, students should stand with their feet apart and lean back on their heels. Aerial beats carve, carve beats barrel, and barrel beats aerial.



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Split the class into two separate teams. Each team should huddle together on one side of the tape line. First, teams should decide which surfing move they're going to display. Next, each team will choose one representative to perform the move. This person should come to the center line. You will say, "1, 2, 3, Go!" As soon as you say go, both surfers should do their move. The loser will cross the line to join the winning team. If there is a tie, teams will huddle again and decide a new move using the same representatives. The game ends when all players are on one side of the room.

### **Evaluation**

Were students able to define the vocabulary words? Could they act out the terms to play the game?

### **Standards**

This lesson plan may be used to address the Common Core State Standards' reading standards for informational texts, grade 2 (RI 2.4).

